May/June 1989

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PREMIER ISSUE

ATARIAN VIDEO GAME MAGAZINE

In-Depth Reviews

- Impossible Mission
- Summer Games
- Tower Toppler
- Crime Buster
- Secret Quest
- Double Dunk
- Fight Night
- Karateka

First Looks

- Commando
- Rampage
- Double Dragon
- Ikari Warriors
- Xenophobe
- Road Runner
- Pete Rose Baseball

Interview with Nolan Bushnell

Founder of Atari

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Welcome!

This is the premier issue of *Atarian*, the new bi-monthly magazine for members of the Atarian Video Game Club and Atari power players like you.

Atarian is written by top experts who want to share their expertise with you. In the Reviews section, you'll find in-depth reviews of ten great new games like *Tower Toppler*, while the Previews section gives you the inside scoop about eight great new titles coming out soon. In Playing Strategy, the pros tell you how to get top scores on your favorite games while Tips & Tricks is packed with hot playing tips from other readers.

If you're not an Atarian Video Game Club member, use the form in this issue and go for it!

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MAILBAG

Atari Beats Nintendo

Dear Editor:

At Christmas, I asked for a Nintendo system but my parents got me an Atari 7800 instead. I was amazed at how much better the Atari games are than the Nintendo ones, especially Mario Brothers and Winter Games which are my favorites. Also, the Atari controllers are much easier to use than the tiny Nintendo ones. Now all my friends come over to my house to play with the 7800.

Derek Jacobs
Ft. Worth, TX

Thanks for the nice words, Derek. Obviously we are biased, but we think the Atari systems are better than their competitors too.

Great Arcade Conversion

Dear Editor:

The conversion of Crossbow from the coin-op version to the XE is really fantastic. The eight landscapes are right on and the XE light gun works perfectly. I'd like to see more coin-op conversions on the XE; are some planned?

Andy Jennings
San Diego, CA

You're in luck, Andy. In the Previews section, you'll find descriptions of four conversions on the way: Ikari Warriors and Xenophobe for the 7800 and XE, and Rampage and Double Dragon for the 2600 and 7800. In addition, you can look for several more that we'll tell you about later this year!

Out of Stock

Dear Editor:

The store where we bought our Atari 2600 game system (Zayre) only carries about 12 games. I know there are many more games made for the 2600, but where can I get them?

Walter Parkway
Brockton, MA

Different retail stores often stock different games so you could try some of the other stores in your area like Kay Bee, Toys 'R' Us and Child World. This is true for other parts of the country as well. You can also order selected games by mail directly from Atari by using the order form in upcoming issues of Atarian.

Into The Eagle's Nest

Dear Editor:

In the XE game, Into the Eagle's Nest, when I pick up extra ammunition from a stack of shells, sometimes I don't get credited with all the ammunition I picked up. Why is this? Also, when an enemy soldier starts firing at me, is there any way to get him to stop?

Scott Tarbell
Portland, OR

In the game, you can carry a maximum of 99 rounds of ammunition, so if you pick up ammo that would bring you above this, you still will be allowed to carry only 99 rounds.

As you know, you can't see the shots of enemy soldiers when they fire at you, but you can tell you are being fired at when your hit counter starts to register. You can absorb 50 hits before you go down. You can hide from an enemy, but about the only way to really get him to stop firing at you is to shoot him.

Idea for New Game

Dear Editor:

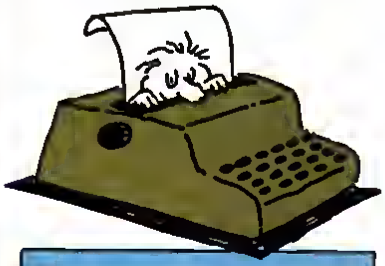
I think Atari games are great, although you could do a little better on the 2600 graphics.

I have designed a 3-D maze game, Nar's Domain. You have to find your way around and defeat Nar's guardians—room flyers, ladder climbers, and flairs. You can find weapons such as an axe, bow and arrow, whip, and sword of flame as well as a magical book. I enclosed a drawing of the maze.

Cody Myers
Kaufman, TX

While the graphics aren't quite as good on the 2600 as the 7800 and XE, the newer games like Secret Quest and Super Baseball use more memory to achieve great play action and challenging complexity while games like Solaris and Super Football on the 2600 boast spectacular graphics.

Your game looks interesting! Be sure to watch in the next issue of Atarian *for our contest to design an original game. It will be judged by some of the top game designers in the world and winners will be eligible for trips and prizes.*



Thanks for the cards and letters. We appreciate hearing from you. Please send your tips, questions, high scores, and comments to Editor, *Atarian*, 7 Hilltop Road, Mendham, NJ 07945.

TOP 30

Your Favorite Games

These are the favorite games of Atarians all over the world. You can can have your favorites counted too. Just send e postcard listing your top five favorite games to The Atarian, Top Games, 7 Hilltop Rd., Mendham, NJ 07945.

Here is how we rank games. Your top ranked game gets 5 points, your second ranked game gets 4 points, your third one gets 3 points, your fourth gets 2 points, and your fifth gets 1 point.

2600 Video Game System

1. Pole Position

2. Ms. Pac-Man
3. Mario Bros.
4. Super Baseball
5. Pac-Man, Jr.
6. Donkey Kong
7. Dark Chambers
8. Donkey Kong, Jr.
9. Super Football

10. Q-Bert

7800 Video Game System

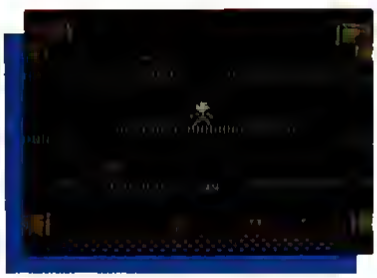
1. Mario Bros.
2. Real Sports Baseball

3. Ms. Pac-Man
4. Choplifter
5. One on One Basketball
6. Tower Toppler
7. Karateka

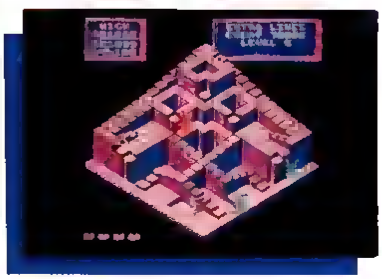
8. Centipede
9. Donkey Kong, Jr.
10. Hat Trick

XE Game System

1. Hardball
2. Mario Bros.



3. Crime Buster
4. Into the Eagle's Nest
5. Blue Max
6. Ace of Aces
7. Donkey Kong, Jr.
8. Crystal Castles



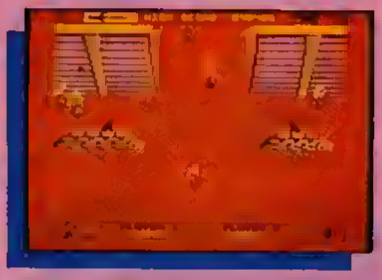
9. Fight Night
10. Necromancer

PREVIEWS

Check out these hot new titles. Here is a peek at just some of the great new games that have either arrived or are coming soon to a store near you. Over 50 games for Atari systems are scheduled for release in 1989. Look for them!

Commando

(2600, 7800, XE)



In this block buster arcade game, you encounter enemy forces in overwhelming odds in your attempt to break through their lines and reach enemy headquarters. Enemy gunfire whistles past you from every direction. Rebel forces leap from caves, trenches, and strongholds to block your progress. Armed only with a machine gun and a few hand grenades, you must rely on your precision marksmanship and clever mind to fend off the enemy and replenish your supplies along the way from outposts that you destroy. Once you begin your mission; there is no retreat. The fate of the free world rests in your hands.

Rampage

(2600, 7800)

In *Rampage*, you control one of three arcade superstars—George the Ape, Lizzie the Lizard, or Ralph the Wolf—as they reduce America to rubble, one city at a time. With crisp arcade-quality graphics and

sound, you can crunch concrete alone or team up with a friend and trash the town together. There are 85 cities to demolish and devour, each filled with tasty entrees including tanks, trolleys, police cars, helicopters, highrises, and helpless humans. Watch it; *your* town is next.

Crack'ed

(2600, 7800)

Crack'ed is an egg-citing graphic adventure game. It is your job to rescue the precious eggs of the rare South American hornhill. Hordes of nasties, from raucous bluejays to slithering snakes, want to take the eggs to lunch. Blast the thieves and save the eggs!

Ikari Warriors

(7800, XE)

The translation of this top-of-the-chart arcade hit to the 7800 and XE is truly amazing! You won't have a moment's rest from the fast-paced action, jumping in and out of the maneuverable helicopters and mighty tanks as you take on the soldiers of the evil empire. A secret code lets you select different stages of play, but no matter where you start, if you want to survive, keep your head down and your finger on the trigger.

Double Dragon

(2600, 7800)

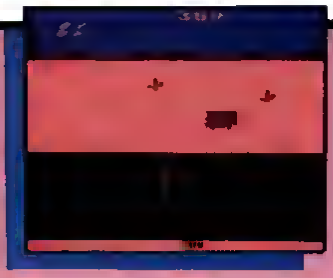
In the arcade smash hit, *Double Dragon* (licensed by Activision), you assume the role of coin-op heros Billy and Jimmy Lee, as you take on the most vicious street gangs in the world. The Black Warriors have kidnapped Billy's sweetheart. To rescue her, you must use all your martial arts skills including head butts, shoulder throws, flying kicks, and elbow smashes. You are also equipped with an arsenal of weapons—bull whips, baseball bats, pistols, boulders, and dynamite—which can be used against your opponents. The game features ten levels of combat and two-player simultaneous fight action.

Xenophobe

(7800, XE)

Your spaceship is infested with frightful aliens in this mega-hit arcade title. You're in for incredible action as you try to destroy the nasty creatures before they destroy you. Using the split level perspective two-screen display, you can work alone or team up with a friend to work together in this outrageous monster bashing science fiction adventure.

Road Runner (2600)



Road Runner, the cartoon classic loved by everyone, comes alive on your 2600. In the game, you are the Road Runner fleeing from the grasp of tricky Wylie Coyote and his booby traps. You can pick up birdseed to score extra points, but don't hesitate too long or you will be the coyote's lunch.

Pete Rose Baseball (7800)

In this advanced game, six different camera angles keep the action "up-close" and keep *you* deeply involved. *Pete Rose Baseball* (from Absolute Entertainment) features an amazing full-screen pitcher-batter confrontation. When you are batting, you face a pitcher who can throw a 95-mph fastball, a Steve Carlton-like slider, or a Fernando Valenzuela-type screwball, all with pinpoint accuracy.

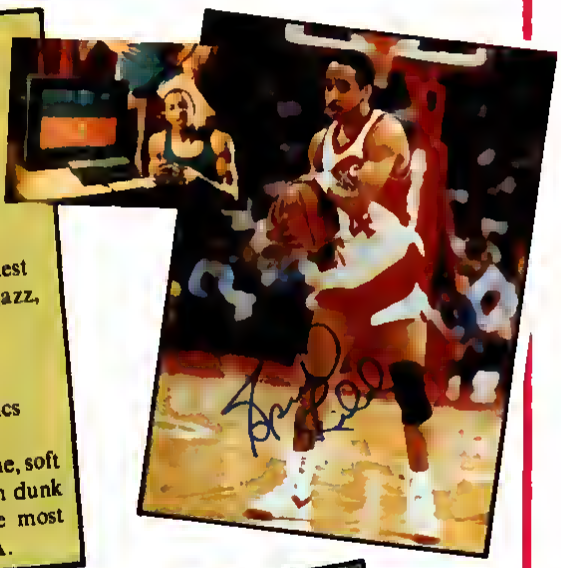
When you are pitching, you have the stuff to be effective, but you must use your smarts to fool the hitter. Like the real game, blazing speed is not enough to win. The stadium is packed. Play ball!

Sports Stars Endorse Atari Games

What do sports stars do when they are off the field or court? Play Atari video games, of course. These three superstars all play Atari games and were recently featured in Atari TV commercials.

Anthony (Spud) Webb

Point Guard, Atlanta Hawks
Born: July 13, 1963, Dallas, TX
Family: 2 brothers, 3 sisters
College: Midland Jr. College, North Carolina State Univ.
Physical: 5' 7", 135 pounds
Shortest star in NBA
Winner: 1986 Slam Dunk Contest
Likes: Rap music and mellow jazz, comedy movies like *Beverly Hills Cop*
Dislikes: Scary movies
Drugs (Does anti-drug clinics with Micbael Jordan)
Women consider the handsome, soft spoken and unassuming slam dunk star Spud Webb one of the most eligible bachelors in the USA.

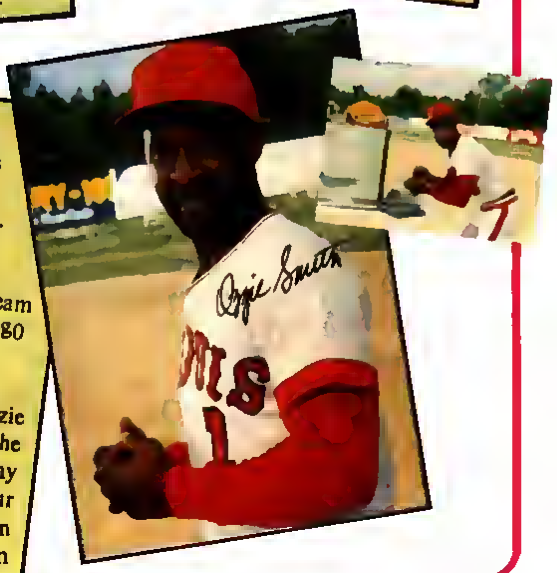


Doug Williams

Quarterback, Washington Redskins
Born. August 9, 1955, Zachary, LA
College. Grambling State College
Physical: 6' 4", 220 pounds
Hero: Oldest brother, Robert, Jr., who, after an injury forced him to give up pitching for the Cleveland Indians, coached an American Legion baseball team for which Doug was the star pitcher.
Married: June 1987 to Lisa
Winner. MVP of Superbowl XXII in which the Redskins demolished the Denver Broncos, 42-10.
Perseverance, family support, and a good sense of humor make Doug Williams one of the most respected and popular players in the NFL.

Osborne (Ozzie) Smith

Shortstop, St. Louis Cardinals
Born: December 26, 1954
College: Calif Poly State Univ.
Physical: 5' 10", 160 pounds, switchhitter
Records: Seven-time All Star team
Assists by shortstop (621), 1980
Seven Gold Gloves (1980-86)
Six years led NL in SS assists
With his spectacular fielding, Ozzie Smith could ignore hitting, but he practices two extra hours every day and has improved his hitting for four straight years. In 1987, he was 4th in the NL with 32 doubles and 8th in runs scored.



INTERVIEW

Nolan Bushnell: Father of Video Games

It is fitting that the first person we introduce to *Atarian* readers should be Nolan Bushnell, founder of Atari and the man who has been dubbed the Father of Video Games.

Bushnell founded Atari in 1972 and helped to turn it into the fastest growing company in tbe U.S. He sold the company to Warner Communications in 1976, stayed on until 1978, and in 1983 founded Axlon, wbich designs and develops games and toys.

Bushnell, currently chairman of Axlon, recently signed an agreement to design and develop video games on an exclusive basis for Atari's 2600 and 7800 video game systems. We talked with Nolan about a wide variety of issues ranging from his initial involvement with games to his recent decision to renew his association with Atari.

Atarian: How do you feel about working with Atari again?

Bushnell: I'm thrilled to be back in the video game saddle. I tbink I have a lot to offer today's gamers, and I'm especially glad to have this opportunity to work witb the great game development team at Atari.

What do you see as the state of the video game industry today?

It is booming again. After becoming saturated in the early 80's as avid gamers overdosed on a hunch of "me too" games, U.S. sales of video games have doubled in each of the last three years.

Video games are not a fad—here today, gone tomorrow– but are a unique form of entertainment. Unlike watching TV or a movie, video games are totally involving mentally and, even to some extent, physically.

You said people got tired of "me too" games. What are the characteristics of a good game?

Easy to learn, difficult to master. If you look at all the successful games since the start of the industry, I would guess that 99% of them follow this simple rule.

I have three sons—ages 6, 8, and 10—and we play a lot of games together. Watching what they, as well as older game enthusiasts, come back to over and over is the best way of telling which games are good and which ones aren't.

Today, what I call "extended story/puzzle games" are wbat I tbink will be the next popular game genre. I have one of tbis type in the works for the 2600 now, code named The Adventures of Max. It's a fun game about a polar bear. Your objective is to descend into a pit, steal a ruby, and get back out with your life intact. Naturally, all sorts of bad stuff happens to you on the way.

You mentioned the 2600, which Atari introduced back in 1977. How can you get such complex games to run on the 2600?

First of all, we use lots more memory today. Early games like *Dodge 'Em* and *Canyon Bomber* used about 4000 bytes (4K) of memory or even less. Newer games and the ones we're working on now use as much as 64K; that's 16 times as much!

Second, we've gotten more clever in doing animation and eye-popping graphics. It takes a great deal of memory to refresh the entire screen every time a character or object moves, so we use tiny bitmaps—called sprites—of just the moving object.

Sprites have been around for a while, but now we've added other techniques like horizontal and vertical scrolling that allow us to create much more intricate and spectacular effects.

It sounds like 2600 owners have a great deal to look forward to.

You bet. We're doing a nifty shooting game that uses a ligbt gun called, appropriately enough, *Shooting Arcade*. We have another one called *Motorodeo* that's kind of a motor Olympics.

Then there's one called *Saving Mary* which I really like. It is the first game in which you rely on construction rather than destruction to save the princess.

You build towers at the base of a river gorge to keep Mary out of the water, which is constantly rising. You have an unlimited supply of building materials, but you can lose a life hy either squashing Mary with a piece of building material or building so slowly that you fail to get her out of the water and she drowns. Tbe guilt you feel is tremendous.

What do you see as the future of video games?

I think networking is an exciting possibility. What we really need is a way to have two people/two screens in conflict. You aren't going to find two video games in the same room in most homes, so what you need is a cheap game system modem. Then with a local phone call, you can con-

nect your 2600 to another player's system or to a whole network of systems. It's cost effective, and I think it would be tremendously successful.

Many of our readers say they would like to become game designers. Do you have any recommendations for them?

Sure, take all the math and science courses you can, but don't neglect English, history, and the humanities either. Good games require more than clever programming; the extended story puzzle games I mentioned earlier are often based on historical or mythological tales and combine many diverse elements. Also, you have to be able to present your game concept effectively to managers in a company like Atari which minimally means you must be able to write and speak intelligently.

What is your background?

After earning a degree in electrical engineeering in 1968, I worked for Ampex for several years and then for Nutting Associates, a company that made coin-op Trivia Quiz type games.

At Nutting, I worked out an electronic coin-op game called *Computer Space*. It was modeled on Spacewar, a game designed to be played on a $100,000 PDP-1 computer, but I found I could take the key elements and put them into a simplified coin-op version. Nutting made 1500 units, but the game was never a commercial success.

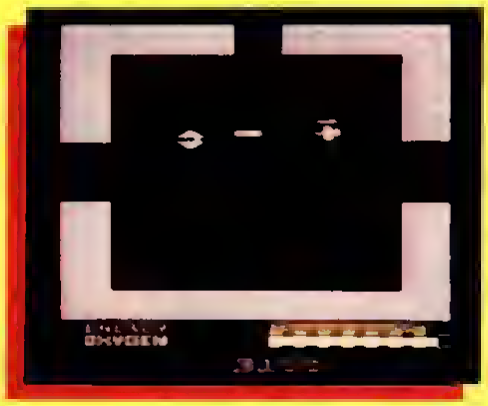
However, with the $500 in royalties I received from *Computer Space*, I was able to start my own company, Atari, Inc. Actually, the name Atari was third or fourth on the list of names we submitted to the State. Our first choice was Syzygy, but that was already taken by a candlemaker in Mendocino. Atari, which is the equivalent of the chess term "check" in the Japanese game of Go, wasn't one of our favorites, but it kind of grew on us.

Our first product was a coin-op game called *Pong* which had a flat paddle on each side of the screen and a ball that bounced between them. By turning knobs on the console, players could control the paddles and try to keep the ball in play.

We installed one of our first games in a bar in Sunnyvale on a trial basis. Two days later, the owner called us and said it wasn't working. Boy, was I worried! But when I got there I found that the coin box was so jammed with quarters that it was shorting out the mechanism. Needless to say, it was a great success.

From there on, Atari just took off. First we did coin-op games, then dedicated home games like *Pong* and *Breakout*, and, in 1977, we introduced the Atari Video Computer System, today known as the 2600.

Secret Quest (2600)



In Nolan Bushnell's first *new* game for the 2600, *Secret Quest*, your mission is to destroy eight alien space stations before they destroy the human race. To defeat each station, you must find the pieces of a secret code and use it to detonate the destruct mechanism, then race to the teleporter before the station explodes. Your quest is not easy; your oxygen and energy supplies are limited, and the complex maze-like stations require careful exploration.

Your efforts don't go unnoticed. You'll face scores of odd aliens, such as a potato man, bear trap, firecracker, and dragon. You have three weapons to battle these creatures: an energy sword for hand-to-hand combat, a sonic blaster for stunning enemies at close range, and a particle beam gun which fires a powerful fast moving beam. Your gun should be used sparingly as it requires more energy than the other weapons. And you'll need it as you get deeper into the stations, where the aliens are stronger and immune to your other weapons.

Destroying all of the aliens in a room lets you pick up an oxygen bottle or energy pod to replenish your supplies. Sonic keys open sonic doors, which often lead to important areas while stairways connect the different levels within each station.

In addition to the game screen, a status screen shows your current location, the objects you are carrying, and a re-entry code. At any point in the game, you can write down the code which will enable you to start a new game at the same station with your current energy and oxygen levels, objects, and points. Thus if you reach a difficult area, you won't have to play through several levels to get to the same location every time you start a new game. This innovative feature can save a great deal of time and frustration, especially as you start to explore the larger stations.

Fast-moving arcade-style action, a complex challenge, terrific graphics with no flickering, and a nifty range of sound effects combine to make *Secret Quest* really stand out from other adventure games. And don't forget in your race against time that careful exploration and mapping is crucial in the larger, more complex stations. This super combination of action and adventure will have you on the edge of your station.

Eric Reiner

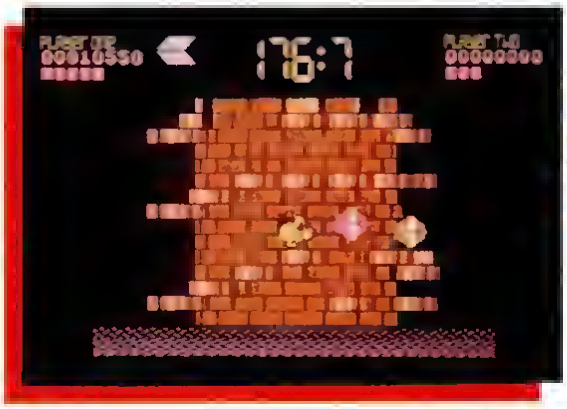
REVIEWS

TOWER TOPPLER (7800)

by U.S. Gold

In this sensational sci-fi action/adventure game, your mission is to prepare the planet Nebulous for human colonization. Unfortunately, the water is being mysteriously poisoned by eight enormous towers which you must destroy.

Your alter ego is a "space pig" named Pogo—armed only with a snowball gun—who, by running, jumping, shooting, and careful timing, must work his way to the top of each tower to topple it before the clock runs out. Steps ring the outside of each tower, while elevators take him from one platform to the next and doors open into passages within the tower. Sound easy? Wait 'till you see the obstacles along the way!



Graphically, what makes this game really awesome is a unique perspective which keeps Pogo in the center of the screen while the tower rotates and moves as you guide him to the top.

The game starts out with Pogo emerging from his BA-1 mini sub, ready (or so he thinks) to take on the first tower. Suddenly, the sub sinks back into the poison sea, and there he stands, anxiously awaiting your help in guiding him through this dangerous and puzzling adventure.

As you guide Pogo to the top, timing your moves wisely and warily avoiding the trap doors, you must either shoot or avoid rolling cannonballs, relentlessly ruthless robots, erratic eyeballs that enjoy wasting your valuable time by knocking you part way down, and flashing blocks that eat away at the clock. And then there are the "swirlers;" spinning menaces that seem to appear just when you think you are making some progress. Travelling horizontally, they speed up as you try to escape onto an elevator or duck into the nearest door.

When (and if) you reach the top, Pogo is lowered back into his sub for an underwater journey to the next tower. On the way you can relax a bit as you rack up bonus points by netting and gathering fish.

While this game is chock-full of complex game action, it is easy to understand—and highly addictive! Each tower has its own character, layout, and combination of enemies and obstacles. I found no peace until I had figured out the way to the top of the first tower, and then couldn't wait to scale the next. The challenge increases with every new tower, and you'll feel a real sense of accomplishment when you figure out how to topple each successive one into the poison sea.

You'll love the graphics and animation! The moving obstacles jump out at you, the steps and bricks look totally real, and Pogo quickly responds to every twitch of the joystick.

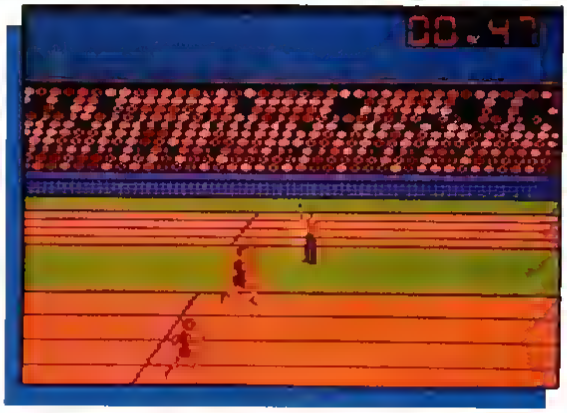
Tower Toppler will challenge even the most proficient game fanatics, yet there is plenty of great game play for casual players as you learn, play, and eventually master this exciting, entertaining and amusing game.

SUMMER GAMES® (7800, XE)

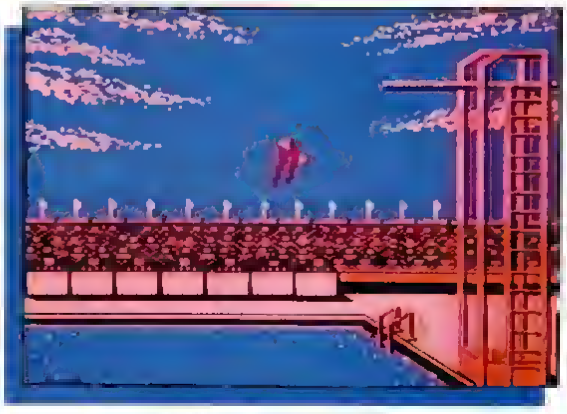
by Epyx

The award-winning *Summer Games* licensed from Epyx is a series of seven exciting competitive events—just like the real international contest. Events vary from head-to-head races like sprints, swimming, and relays, to solo events like skeet shooting, diving, and gymnastics. You win an event by scoring a faster time or more points than your opponents.

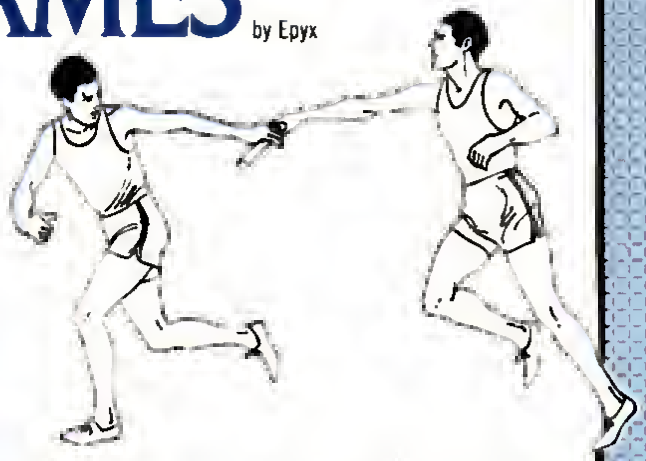
Up to eight players can enter, each choosing a country to represent, such as the USA, USSR, Japan, or five others. You can then practice a selected event or go right for the gold in all eight events.



I found the 100-meter dash a good event to start with. After the runners line up on parallel tracks, you press the fire button to begin a ready/set/go sequence and at *go* (but not before) move the joystick as fast as you can in any direction to make your runner sprint. Keep the joystick moving as fast as you can until your runner reaches the finish line. The fastest time wins—and if you don't have a friend to play against, the computer is one real tough competitor!



Like the dash, swimming events begin with a ready/set/go sequence. Press the joystick right to get a good start (but not too early or you will fault). You can gain speed by pressing the joystick on each stroke just as your swimmer's arm reaches the water. To turn quickly at the end of the pool, you tap the joystick left before you hit the wall. Get into a good stroking rhythm and time your turns well, and you'll splash home to victory.



Skeet shooting is quite different from the other events. In it, you shoot from eight different firing positions at 25 targets launched from the left or right of the firing range. Move the joystick to sight the target, and shoot by pressing the fire button. Hint: for top scores, along with quick, accurate aiming, learn to compensate for the effect of gravity

As in real life, gymnastics—specifically, the vaulting horse—requires concentration and coordination. You get points for your mount, somersaults, flips, and dismount. It is not easy to stand on the dismount, but if you do, you'll earn a significantly higer score.

Other events—pole vaulting and diving on the XE, hurdles and rowing on the 7800, and relays on both—have their own special requirements for handling the joystick controls in order to achieve winning scores.

From the marvelous opening games ceremony with the lighting of the torch and thousands of white doves flying away to the honoring of the Grand Champion in a special end of games ceremony, *Summer Games* has the same total involvement as the real games. In the variety of individual and head-to-head challenges, you'll experience the same thrill of victory and agony of defeat as a real Olympian. Are you ready to go for the gold?

Paul Pitman

REVIEWS

CRIME BUSTER (XE)

Talk about a crime wave! It's August 1931, the city is hot and gun barrels are smoking. The commissioner has had enough and you're the one he's appointed to restore law and order. "Shoot to kill," he orders and you jump right in with your trusty Atari light gun. But it's not easy because word has leaked out that you're on a cleanup mission and the mob is planning to rub you out.

Mobsters are all over: in warehouses, alleys, piers, and downtown. At the harbor, gangsters crouch inside a boat tied up at the pier. Downtown and in the alley they take cover in doorways and windows. In warehouses, the most difficult of the four scenarios, thugs hide behind boxes and crates.

Gangsters aren't the only ones in the city; innocent bystanders also pop up in windows, doorways, and other hiding places. To clear out each crime area, you must shoot all of the thugs before your supply of 80 bullets runs out. Shoot 'em fast, because if you don't, they'll fire at you, causing you to lose five bullets. Shooting innocent people also costs you five bullets. And if you run out of bullets, you lose one of your three lives.

Learn to spot gangsters fast; some are disguised to look like kids and old grannies. A sinister grin and a gun in hand is a sure sign of a mobster.

As soon as you clean out one crime area, you can move on to another by choosing it from one of the 12 on the map screen. The city map is different in every game. If you select a distant section, you must drive to it. Just one problem: the mobsters have a bunch of hit teams out to stop you. Sure, you can (and should) take them out first, but it's a public road, and if you hit an innocent driver you lose ten bullets from your limited supply. You aim your shots by shooting at five arrows at the bottom of the screen. This may sound awkward but it's not; actually it adds challenge and variety to the game play. Two other arrows can speed or slow your car to avoid enemy slugs. Hit a car and it rolls over and disintegrates in a fiery explosion.

Crime Buster has great action and a novel storyline which sets it well above other target shooting games. The game graphics are simply sensational with colorful, detailed backgrounds and characters while the animation is lively and humorous (like when you shoot an innocent person—heh, heh). Can you rid the city of these thugs or will you wind up being just another statistic?

Eric Reiner

karateka (7800, XE)

You are a Karateka, a fighting karate machine. The evil Akuma has kidnapped your bride-to-be, the princess Mariko, and your mission is to get her back, no matter what the cost.

The game takes place in Akuma's castle, and your challenge is to defeat Akuma's highly trained guards, who are determined to keep you separated from the princess.

The first guards you meet are relatively easy to defeat. Once you master the combinations of joystick positions and button presses (or keyboard on the XE) that control your kicks and punches, you will find that strategy and skill rather than strength will see you through the mission.

After battling three or four guards, you finally enter the building where your loved one is being held. But don't think the challenge has ended; it has only begun. As you get closer to the

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beautiful Mariko, the guards are more skilled and difficult to defeat. And if that isn't enough to discourage you, there's Akuma's pet eagle, which shares its master's desire to do you in.

Both you and your opponent have hit points—representing the number of direct blows you can withstand—displayed at the bottom of the screen. When either is struck by a blow, a hit point is taken away. However, if no contact takes place, you start to rejuvenate and your hit points increase. As you progress through your mission, you will find that you have less and less resistance to enemy blows while the guards have higher and higher resistance to your blows.

Your only advantage is your intelligence. Experience will teach you that using a kick to initiate a battle and following it with a series of quick punches will give you the upper hand. Knowing when to retreat will also improve your chances of survival. Once you enter Akuma's chambers, however, timing becomes the key as the battle heats up and fierce eagle attacks intensify.

Finally, your hard work pays off and you meet the big cheese himself. His hit points outnumber yours 3 to 1, and he is smart—very smart! But that doesn't mean he is invincible. Just be very careful not to let him back you up against a wall.

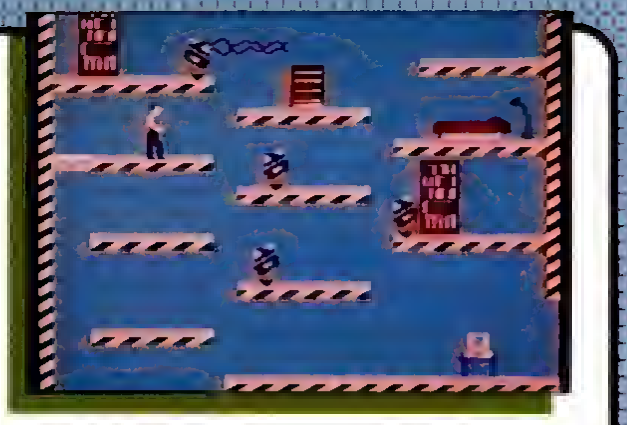
When you finally finish off the evil Akuma, you get your reward. This beautiful princess of yours is quite attractive—a pixelly version of Loni Anderson. But be very cautious as you approach her, she's a little upset with you for leaving her in a dark cold prison for so long!

The challenge of *Karateka* is not an easy one, and can be made even more difficult with the console switch. Sure, you may have a few frustrating defeats at first, but you'll soon find yourself addicted and determined to save your lost love—if not for the mere challenge, then for the satisfaction of a happy ending.

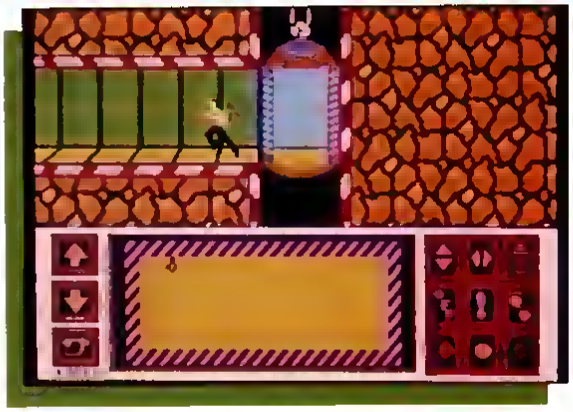
Jerry Hart

IMPOSSIBLE MISSION™

by Epyx



In this awesome award-winning action/adventure game licensed from Epyx, the evil Elvin Atombender is working to break the launch codes of key military computers of major world powers so he can trigger a missile attack that will destroy the world. Your mission is to penetrate Elvin's underground stronghold and stop him. To succeed you must evade the robot guards, break Elvin's own security code, and find his control center before time runs out.



Elvin's stronghold has 32 rooms, accessible through elevators and tunnels. Some are living quarters and others are computer rooms. Each room has a series of floors, or catwalks, which are connected by lifts. The catwalks often end quite abruptly, dropping off into a bottomless pit. And, of course, they are guarded by Elvin's nasty, human-seeking robots.

Elvin, who is rather absent-minded, hides the passwords for his computers in furniture—the sofa, stereo, or bookshelf—around his stronghold. When you find the right password, you can log onto a terminal and deactivate the robots or reset the lifts for a room.

Also scattered around are pieces of the password for the main computer located in Elvin's control room. You need all the pieces of this code to gain access to the control room.

In the game you have no weapons—no guns or lasers—only your wits and your athletic ability, which lets you somersault over the pesky robots.

In the stronghold are two code rooms, each of which contains a large checkerboard. A sequence of squares light up, each with a musical tone. After the sequence, if you touch the squares in ascending note order, you earn additional robot or lift control passwords—useful in rooms with especially ornery robots.

The game has many other aspects—a telephone, pocket computer, and more—and each time you play, the puzzles are different. *Impossible Mission* is a devilishly clever game in which mental agility and logic count more than joystick control and coordination.

Harrison Hanover

Double Dunk (2600)

Double Dunk is a new, action-packed basketball game that boasts exceptional graphics and realistic sound effects. Game play is fast, so you must be quick to stay in the action, but your size doesn't matter on this court, so you can challenge the biggest opponent you can find.

And if you can't find a human opponent to challenge, your 2600 will take you on as often as you feel like donning your high-tops. As you play, you look down toward the net at about one half of the court, as though you were standing on top of the dome of the stadium.

The options available include virtually all the standard basketball options, so you can design the type of game you enjoy most. For example, your game may include 3-point shots, a 3-second lane violation, a 10-second play clock, foul penalties, or any combination of these options. You can also limit a game to a certain number of points or a specific period of time. And for added realism, you can select your own uniform colors to give your team a realistic NBA look.

The most exciting part of the game for me was the "feel" of play. You have two players under your control as does your opponent. If your team has the ball, your joystick moves the player whose bands are on it. If the other team has the ball, your joystick moves the player who is guarding the man with the ball.

You have eight basic offensive and eight defensive plays from which to choose, each of which is described in the manual. Although the combinations of joystick positions and button presses looks confusing at first, it

FIGHT NIGHT

by Accolade (7800, XE)

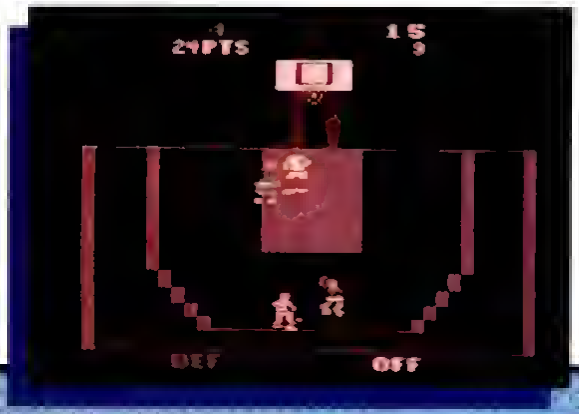
Strap on your boxing gloves, and step into the ring. As you take on some of the world's toughest fighters in this total action game licensed from Accolade, you can assume the personality and skill of one of the five existing contenders or you can create your own boxer and train him in punching skills, footwork, timing, and sparring. From the opening bell to the final knockdown, whether you're in the ring fighting a friend or the computer, you'll be calling on all of your skills and instincts to survive.

You start by choosing from Training, Sparring, Tournament, Main Event, or Boxing Construction.

really doesn't take much time to master them. The manual also helps you get started by offering several useful strategy tips.

Each of your players has a different set of skills on the court. The greater size of your inside man, for example, makes him good at rebounding and blocking shots. Your outside man, although smaller, is particularly adept at stealing the ball from your opponent and makes a good percentage of the long shots he attempts.

Double Dunk is a dynamite basketball game that will delight video gamers and basketball fans alike. Because it is a game that allows you to improve your scores as you improve your skills, you will find yourself reaching for this cart again and again. I recommend it for your sports library. *Jerry Hart*



Boxing Construction allows you to create your own custom-designed fighters, specifying their physical characteristics and fighting style. I built a new fighter, Crazy Craven, with a powerful punch, strong offense, and high intelligence.

British Bulldog

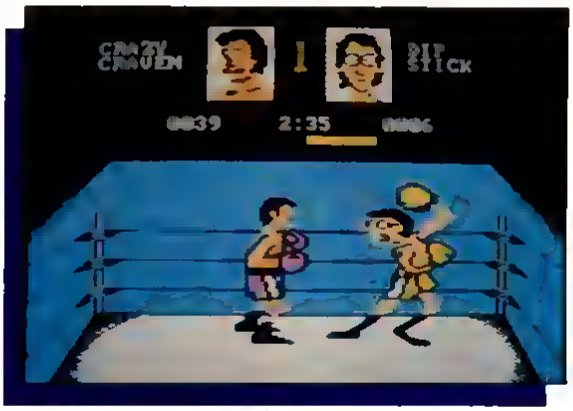
Hu Him

In Training, you use your joystick to practice punching, footwork, and timing. With the fire button down your fighter is on the offense throwing jabs and body blows. With the button up, you can move right or left or guard your face and chest.

In Sparring, you practice what you've learned in training against another fighter, while in the Main Event, you fight against a series of five contenders—Dip Stick, Kid Kastro, Hu Him, Britisb Bulldog, and Bronx Bomber—each one more powerful than the last.

Kid Kastro

Man, this game is tense. I figured I could skip Dip Stick and start with Kid Kastro. What a mistake! He throws so many punches, I was always on guard. It took me a while to learn that his punches lack real pop so that a few well-placed body blows have real impact. Land a good blow, and his hat flies right off too!



The object to the fight is to knock out the contender by landing blows to his face and body, while avoiding his punches. Each time you land a blow, your score goes up and your opponent's KO bar lengthens.

Bronx Bomber

There are three rounds to a match. Your points accumulate during each three-minute round and, if neither fighter is KO'd by the end of the match, the player with the highest number of points wins by decision.

Don't expect to KO British Bulldog or Hu Him the first or second time out. It took me many hours to develop the speed, stamina, strategy, and style to take them on. Hint: *always* step into your punches against these guys. Before long you'll be ready to challenge the reigning champ, the Bronx Bomber. *Brad Butler*

REVIEWS

Water Ski™ (7800)

by Froggo Games

In *Water Ski* from Froggo Games, your challenge is the treacherous Pharona River water ski course. You must make split second decisions to increase or decrease boat speed while turning left and right to avoid piers, bouys, logs, speedboats, and other obstacles. Crash, and you become a meal for an alligator.

Water Ski has three levels to vex and challenge you, and you must complete a level before you can go on to the next. You start with four skiers, and every 200,000 points earns you an extra boat and skier. You earn points in three ways: jumping a ramp (10,000 points), skiing fast (variable points), and completing a level (50,000 points).

You have separate controls for the boat and skier. Moving the joystick right and left steers the boat, while moving it forward speeds it up and moving it back slows it down. Pressing the right and left joystick buttons moves the skier back and forth subject to the limits of the towrope.

As you speed upstream, the current of the river will cause you to drift and will affect the interaction of the skier and boat. Sometimes it is necessary to speed up to avoid obstacles; look ahead as much as possible to anticipate dangers.

The skier wipes out if he hits any object except a ramp. Jumping a ramp earns 10,000 bonus points. The boat will crash if it hits any object, including a ramp. Caution: don't get too fancy around the shoreline—there are hidden rocks and sandbars.

I've skied the Allegheny River in Pittsburgh around coal barges, piers, buoys, tree stumps, and islands. It seemed hazardous at the time, but compared to this game it was a piece of cake. This is a world-class course, and you could live to a ripe old age without ever seeing level three. *David H. Ahl*

Super Baseball (2600)

Short of the hot dogs at the ballpark, *Super Baseball* offers all the flavor of the real game! It's an amazing simulation, with realistic animation and sound coupled with really excellent joystick control.

Consider: how do you control an entire baseball game with a single joystick? Think of all the variations of batting style, pitching style, player position . . . the mind boggles. But *Super Baseball* makes it easy!

When your team is at bat, you control (naturally), the batter. By holding down the joystick button and pressing the stick in various directions, you can choose to bunt, hit a long ball or a short fly to either right or left. It's a cinch to master, and before long, all you really have to think about is timing your swing for best effect.

If you get a hit, your player automatically heads for first, as fast as he can. You can only hope that that the fielding of the other team isn't too hot—which is definitely *not* the case if you are playing against the 2600.

When you take the field, things become a little more complicated, since you have to control (get this!): the pitcher, the catcher, the basemen, and the fielders. But again, *Super Baseball* makes it easy. When the pitcher has the ball, you have fine control of how he throws it to the plate, using the joystick to select a fastball, intentional, riser, sinker, or left/right curveball (no spitballs or knuckle balls, unfortunately). Again, timing is everything—firing off your pitch at the right moment can make the difference between winging it past the batter or watching it disappear in the bleachers.

When you want to throw from one player to another, you select the player (catcher, pitcher, baseman) with the joystick, and press the fire button. The targeted player can then be moved around with the joystick to pick up the throw, though the actual mechanics of fielding are handled automatically.

By combining just the right degree of player control with the right amount of automatic control, *Super Baseball* really makes you feel as if you're playing the game. Add super sound effects (the sound of a fastball hitting the catcher's glove is particularly effective), and a classic musical theme ("The Old Ball Game," natch), and you've got a game that will see you through many a rainy, summer afternoon. Play ball! *John Jainschigg*

XE™ VIDEO GAME SYSTEM

The new Atari XE Game System is everything the sophisticated game player needs in one box. Priced at a remarkably low $99.95, the XE includes a powerful microprocessor and a large 64K random access memory (RAM) so it can handle complex games and produce exciting animated graphics.

Contained in a compact console that is easily connected to any color television or monitor, the XE comes with a joystick and a light gun for fast-action arcade-style and shooting games, and a detachable alphanumeric keyboard. On top of the console is a game cartridge slot and five pastel colored buttons for various system functions.

Three games are included in the XE package: *Missile Command*, an arcade classic; *Bug Hunt*, a cute light gun shooting game; and *Flight Simulator II*, SubLogic's sophisticated, accurate simulation that takes advantage of the keyboard as it puts you at the controls of a Piper Archer II. In addition to the flight simulation, the cartridge includes *WWI Ace*, a game in which the plane is equipped with bombs, machine guns, and a radar screen so you can take on computer-controlled enemy aircraft.

Perhaps the most important thing for Atarians to know about the XE system is that inside that sleek case it is identical to an Atari 8-bit computer. Why is that so important? Because Atari 8-bit computers have been around for almost a decade—long enough to have become recognized as the world's best game-playing machines.

And why is that so important? Because during all those years, programmers have been creating software that will run on Atari 8-bit computers—and XE game systems. So an enormous library of sports games, adventure games, strategy games, and arcade classics is available for the XE. And when a disk drive is added (about $219), that library swells by not tens, not hundreds, but thousands of entertainment packages. Even if the count is limited to cartridge games, the number of games available for the XE is several times the number available for competing systems.

As a bonus, the XE game system also contains the Basic programming language in its permanent read-only memory (ROM) so you can write programs of your own.

Adding an optional XE disk drive not only allows the XE to run sophisticated disk-based games, but also educational and productivity software. And by adding a printer and/or modem, you can move on to word processing, spreadsheets, telecommunications, and many other useful applications.

The XE Game System has it all: powerful performance, great graphics, extensive game library, future expandability, and economical price. It's another Atari breakthrough!

Contest! Help us name our superhero.

You can be proud to be a member of the Atarian Club, the only club that's just for Atari video game owners. As the leader of the Club, we have chosen the superhero pictured on the cover of this issue, on our subscription ad, and in his own comic strip on pages 22-23. He's ready to battle the evil Ninja-Endo and his vile schemes and keep the supply of high quality games flowing into your home.

Only one problem. He doesn't have a name—yet. Some of the creative giants here came up with names like Atari Ace and Commander Atari, but we thought we should give you readers a chance name your leader.

So send your suggested name for our superhero (along with your own name and address) on a postcard to:

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The club member who submits the name we decide to use will receive $25.00 plus the cartridge of his or her choice. Five runners-up will each receive $5.00.

STRATEGY

Necromancer™

by Darryl May

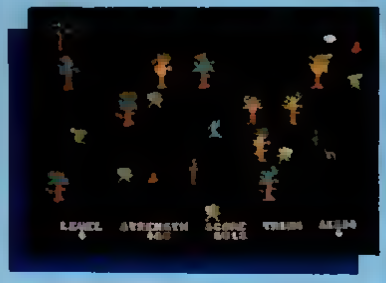
As Illuminar, the sorcerer of good, you must defeat the evil Necromancer, Tetragorn. But to do so, you must progress through three challenging screens of five levels each.

On the first screen, *reducing* your strength points to zero as you plant trees and protect them from ogres advances you to the next screen. On the second screen, you need maximum strength to crush spider eggs and avoid increasingly faster spiders as they hatch. Finally, at Tetragorn's lair, you must push over all the headstones while avoiding the Necromancer's fire to reach the end of the game.

The Forest

Your object in the forest is to plant as many trees as possible, so you can use them for crushing spider eggs on later screens. On this screen it is best to stay on level 1 and collect all the seeds that you might need—about 30 to 40—before you plant any trees.

Start planting your trees in each of the four corners of the screen.



Forest Screen. A tree should have been planted in the lower right corners and the one in the upper right should have been protected until it was fully grown.

Eye Pod

Ogre

Spider

Mystery

Once you plant a tree, protect it with your wisp until it is fully grown. Fully grown trees in the corners will protect other trees planted between them from the ogres.

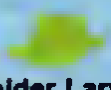
The game action heats up when you plant trees, so you must plant them quickly! You will need 400 to 500 strength points to plant all your trees. If your strength drops below 400, quickly plant the rest of your trees. Once you have a good number of trees planted, reduce your strength to zero as fast as possible.

Illuminar

Ring

Hammerfist

Tree



Spider Larva

The Vaults

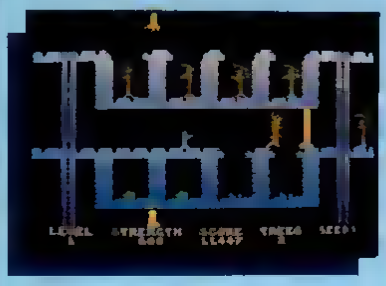
Your strength is very important in the vaults. Try to keep it at the maximum of 1000 points as you travel through the five levels. Crush as many spider eggs as you can with the trees, and avoid the hatched spiders at all costs.

The first thing you should do on each level is to grab a mystery on the top platform and then on the bottom platform, which gives you an escape route to the next level. The best place to battle with a spider is on the lower platform near your trees. The spiders hatch and move so fast on levels 4 and 5 that it is best to leave those levels behind as quickly as possible.

Tetragorn's Lair

Pause the game at the beginning of each level and take some time to plan the quickest route through the Headstones. Go for the closest Headstone and the largest cluster of Headstones first.

Since the screen quickly fills with spiders, your best bet is to cut a small pathway in front of you with your wisp by repeatedly pressing the fire button. To survive a given level, you must hit Tetragorn with your wisp at least a half dozen times.



Vaults Screen. The top mystery should be grabbed to provide an escape route.

DONKEY KONG JUNIOR

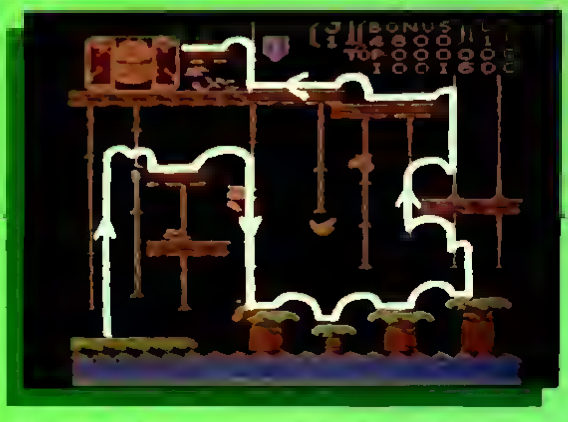
by Nintendo

In this wildly successful sequel to *Donkey Kong*, the ape's son, Junior, must rescue his papa from four cages where Mario is holding him prisoner. To free his dad, Junior must race against time through a dark and treacherous jungle, avoiding Snapjaws, Nitpickers, Birds, and Sparks. Once you get the hang of Junior's basic moves—running, jumping, climbing, swinging, and sliding—try these tips for rescuing Dad in record time.

Vines Scene

In general, use two vines for climbing and one for sliding down. Jump to a platform just after a Snapjaw has left. Drop fruits on Snapjaws for extra points, but don't let the timer run out. It is possible (but quite risky) to get two Snapjaws at once by dropping the fruit just to the right of the banana. For maximum speed to the top, follow the pattern shown.

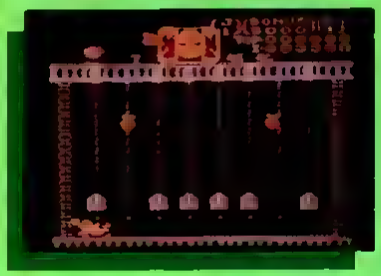
Jumping to Mario's platform from the one just below it is not easy—Junior can't jump a Snapjaw while making the leap. But once up there, forget about the fruit on the right and go for the key immediately!



Vines scene with pattern for maximum speed to the top.

Chain Scene

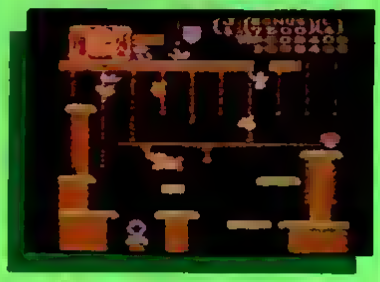
Each of the six chains with a lock on it must be released by a key attached to the bottom of the chain. In addition to Snapjaws, you also have Blue Birds harrassing you. The birds like to hang out at the far left and right as the round goes on, so work on those chains first. Bomb the Snappers and wait for an opening to slide the keys up one—or even two—at a time. Since the birds come in waves, there is about a two-second lull of which you must take advantage if you ever hope to complete this scene.



In Chain scene, release the left and right chains first.

Springboard Scene

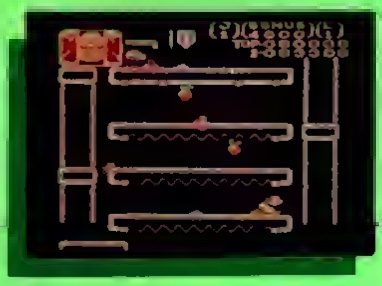
Use the springboard to bounce to the small moving platform under the wide ledge. Then jump to the short chain moving left, and let it carry you to a longer chain leading past the ledge. As you move right so you can reach the top platform, you must dodge (or drop fruit on) the divehomhing Nitpickers, while avoiding their deadly eggs. Timing is the key in this scene, and a strong finger on the jump button doesn't hurt either.



In Springboard scene you must reach the second vine on left to get above the long platform.

Hideout Scene

In this scene, Mario has given up on the birds and Snappers and is manufacturing Globes and Sparks which travel around the pipes and wires, which, of course, you must negotiate. As you dash along, you will have to jump the nasties, dropping fruit on them when the opportunity arises. But your main objective should be to get to the top as quickly as possible, because the longer you take, the more flaming guardians Mario releases, making this scene a real nightmare.



In Hideout scene, speed—not kills—is most important.

The kid needs help. Don't just stand there! Help poor Junior save his father!

by Brad Butler

STRATEGY

DESERT FALCON

The Pharaoh's lost treasures—enormous gems, big silver eggs, and gleaming ingots—are scattered among the ancient pyramids and obelisks. Your objective is to fly towards them, then pick them up hy hovering or hoping over them.

But the treasures are guarded hy swarms of flying and crawling beasts that attack from land and air. You can protect yourself hy firing arrows at these enemies, hy maneuvering around them, or by dodging behind pyramids and obelisks to shield yourself. Try to stay high or low as you are more likely to be hit when you are in the middle. But don't stay on the ground or you are food for the scorpions.

Killing enemies increases your *base value* per treasure, while picking up gems during regular gameplay increases the treasure *value multiplier*. If you can increase *both* the base value *and* the value multiplier and then destroy the Howling Sphinx, you will be ahle to earn a staggering number of points during the bonus round. In the bonus round, go for the treasures with the highest value multipliers.

The best place from which to kill enemies is between two pyramids or towers. The huildings provide protection and, when you are positioned correctly, you can simply continue to fire and watch your score zoom up.

When confronting the Sphinx, shoot at it as quickly as possihle to avoid confrontation with numerous enemies.

You can gain super powers hy hopping over three hieroglyphs scattered in the sand in the correct order. Beware: at higher levels, you can gain super prohlems, such as Shackles, as well as super powers. In the box is a list of some of the hieroglyph comhinations for super powers (and problems). Some comhinations will only work on certain levels, so you will have to experiment on your own.

Hieroglyph Combinations

1. Warp
Bird, Man, Ankh
Man, Man, Bird
Feather, Eye, Feather
Ankh, Feather, Sun
Cane, Eye, Bowl

2. Hold Sphinx
Ankh, Bowl, Eye
Sun, Bowl, Eye
Bird, Bird, Ankh
Eye, Ankh, Ankh

3. Kill Shpinx
Bowl, Ankh, Bowl
Sun, Bowl, Ankh

4. Extra Bonus
Eye, Ankh, Sun
Man, Eye, Ankh
Feather, Cane, Feather
Sun, Ankh, Ankh

5. Invincihle
Sun, Man, Bird
Man, Man, Eye
Sun, Man, Bowl
Bowl, Ankh, Sun
Cane, Bowl, Feather
Eye, Eye, Bird

6. Air Bomh
Bowl, Eye, Eye
Sun, Sun, Sun
Feather, Eye, Bird
Ankh, Eye, Man
Man, Cane, Bird
Cane, Eye, Man
Cane, Ankh, Bird

7. Decoy
Sun, Feather, Eye
Cane, Cane, Eye
Eye, Eye, Eye
Man, Man, Sun

8. Quick Shots
Feather, Cane, Sun
Eye, Feather, Ankh
Sun, Man, Bowl
Bird, Ankh, Cane
Cane, Eye, Bowl
Ankh, Eye, Ankh
Ankh, Feather, Sun
Bird, Bird, Bird

9. Kill Uwes
Bird, Cane, Sun
Cane, Eye, Cane
Bowl, Eye, Bird
Bowl, Feather, Eye

10. Extra Life
Cane, Feather, Man
Eye, Eye, Sun

11. Kill Minis
Sun, Ankh, Sun
Eye, Ankh, Ankh
Man, Eye, Eye

12. Hover
Cane, Ankh, Cane
Ankh, Feather, Feather
Eye, Bird, Eye

13. Kill Pots
Bowl, Feather, Man
Bird Sun, Man
Man, Ankh, Ankh

14. Speed Up
Ankh, Eye, Cane
Man, Ankh, Bird
Bird, Man, Sun

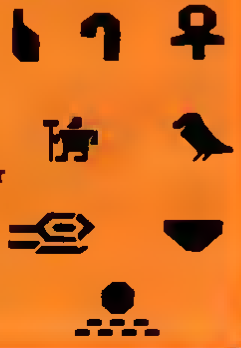
15. Air Freeze
Sun, Bird, Man
Eye, Ankh, Feather
Man, Man, Eye

16. Omnicide
Man, Sun, Cane
Bird, Sun, Cane
Sun, Man, Man
Bird, Man, Ankh

17. Broken Wing
Man, Man, Man
Cane, Sun, Feather

18. Polywater
Man, Bird, Feather
Bird, Man, Eye

19. Shackles
Bowl, Cane, Bird
Bird, Bowl, Cane



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An Unusual Contest

The editors of *Atarian* care about video games, and as you know, contests involving video games are an ongoing part of our editorial package.

We also care about the English language and the way it is being used and misused by Americans today. We work hard to present the reviews, articles, playing strategies, and other editorial components of the magazine in clear, correct, and stylistically pleasing English, which we think enhances your enjoyment of the content.

But occasionally even editors slip up. To keep us on our toes and to make our younger readers aware that there are correct and incorrect ways to use language, we offer an ongoing contest. The challenge is to find examples of incorrect grammar or sloppy style in *Atarian*.

We hope you won't find many, but we invite you to tell us about those you do find and win Atari game software packages. If you find an error, do the following:

- Copy the sentence in which the error appears onto a piece of paper, noting the issue, page, column, and paragraph (May/June 89, page 19, column 1, paragraph 4) in which it appears.
- Describe the error (lack of parallelism, misplaced modifier, run-on sentence).
- Rewrite the sentence to correct the error without changing the meaning.
- Print your name, address, age, and type of game system(s) used on the same paper and mail it to: Editing Errors, Atarian, 7 Hilltop Rd., Mendham, NJ 07945.

The winner for each issue will be the person whose entry causes us the most embarrassment. (Typographical errors, although embarrassing, don't count.) In case of duplicate entries, the one with the earliest postmark will win. The winner for each issue will receive an Atari game package, and his or her name and submission will be published in a subsequent issue of *Atarian*—unless, of course, it is just *too* embarrassing.

The contest is open to all *Atarian* readers under the age of 18. Winners may be required to furnish proof of age. ■

TIPS & TRICKS

Millipede (2600, XE)

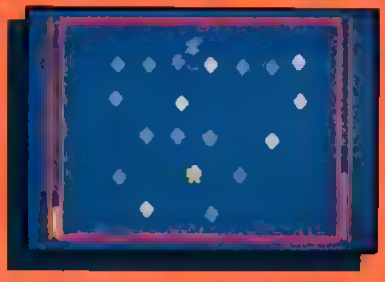
Shoot away most of the mushrooms under each DDT bomb early on a screen before you get overwhelmed with other bugs. Then explode the bomb just as a millipede is about to hit it. That way, you'll get triple credit as the DDT wipes out the entire millipede, or about 600 points.

When you get attacked by swarming bugs (mosquitos, bees, or dragonflies), try to remain in a fairly small segment at the bottom of the screen. Keep your finger on the fire button as you position yourself under the swarming insects. Keep alert for spiders and move to shoot them, but otherwise don't move around too much. It is better to play it safe than to risk your life for a few extra points.

Sheryl Morrell
Bethesda, MD

Archon (XE)

Goblins (dark) and Knights (light) are equal to each other and are the weakest icons on the board. When you begin play, you should quickly relocate these icons onto squares of your own color, but otherwise don't waste a turn to move them except to avoid a confrontation with one of the computer's icons.



Basilisk (dark) and Unicorn (light) are also equal to each other and are the fastest and most powerful icons on the board. While they have relatively low strength, they move and fire so quickly that they can kill most or all of the computer's icons.

Tips Editor

Karateka (7800, XE)

I found that you encounter fewer baddies if you run rather than walk. For example, when walking outside the building, you will usually meet six men, but if you run you will meet only three!

Josh Reynolds
San Rafael, CA

On the third through fifth guards, let them come to you; it makes it much easier to wear them down. Also, on the fourth and fifth guards, do a couple of high kicks first to drive the vultures away.

Josh Matthews
Albemarle, NC

Joust (7800)

At the right two ledges on the 7800, you can go *through* the crack by taking a running start on the middle ledge, then one small jump (quick press and release of the button) and bounce on the left ledge until you reach the other side.

Aaron Rodriguez
Simi Valley, CA

Barnyard Blaster (XE)

The sooner you hit a target after it appears, the more points you get for it. Also, smaller and faster targets are worth more than larger and slower (or stationary) ones. Thus, in

the barn, you should go for the mice and birds right after they appear whereas you can take more time for an accurate shot at the ducks and chickens. But remember, you have to keep your accuracy percentage up in order to advance to the next screen.

Kevin Bowman
Pittsburgh, PA

Choplifter! (XE)

When your helicopter is full of hostages, try flying backwards on your way back to base. This makes it easier to shoot the enemy jets which usually come from the left.

Rob Armitage
Los Altos, CA

TIPS & TRICKS

Super Breakout (2600, XE)

By now, everybody knows you should try to cut a channel through the bricks at one end of the wall or the other. But this is even more important in Cavity Breakout. My

method in that variation is to try and free the trapped balls from above. This means keeping your ball away from the bricks that surround the cavity and aiming only for the two ends. If you free one or both trapped balls from above, you will not only score a fantastic number of bonus points but the balls will exit the top area with enough of a time interval between them that you can keep both of them in play.

Janet Lindner
Phoenix, AZ

Kung Fu Master (2600)

At the end of Level 4 the biggie (Lightning Magician) throws lightning bolts at you. To defeat him, you have to get down low and punch him. Don't kick him, or he will recover his energy.

Brendon Bolger
McLean, VA

One on One Basketball (7800)

On the 7800, when playing against the computer on the Pro level, you can make quick steals by holding the controller down and going for the steal immediately after *you* score.

Also, if your fatigue level is high, turn your back to your opponent and bounce the ball slowly. If he goes for the steal, most of the time he will be called for reaching in.

Aaron Rodriguez
Simi Valley, CA

Dig Dug (7800)

When you lose your last life in Dig Dug, you can start a new game at the same level at which you ended by repeatedly pressing the fire button.

Gary Mohley
Wyandotte, MI

Missile Command (2600, XE)

A few important rules will help you achieve high scores in this old favorite. First and foremost, you must estimate the course of the incoming missiles and fire ahead of them. Always try to take out several converging missiles with a single shot. As soon as you press the fire button, start aiming the crosshairs for the next shot; don't even watch your first shot.

As the game progresses, try to keep an "umbrella" of explosions over the command center and the two closest cities. You should generally ignore missiles heading towards cities that are already flattened, but always defend your command center and adjacent cities.

Tips Editor

Readers: Keep those tips and tricks coming! Send yours to Editor, *The Atarian*, 7 Hilltop Road, Mendham, NJ 07945.

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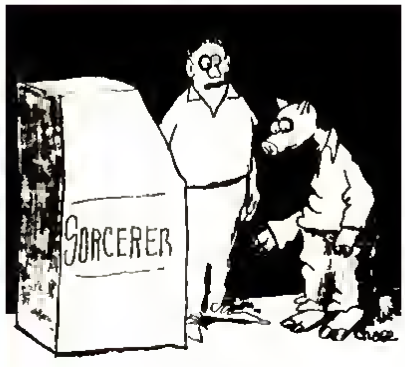

"It's not wise to lose to Sorcerer!"

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THEN TO 200..
THERE'S SOMETHING WRONG HERE!
ATARI TROUBLESHOOTER MILO MENDER VISITS...
WHAT'S HAPPENING?
I WAS HOPING YOU COULD TELL US.
OUR COMPUTERS ARE ACTING AS IF THEY HAVE A MIND OF THEIR OWN!
I TRIED TO GET A PRINT OUT OF THE PRODUCTION FILE AND THE SYSTEM DUMPED OUT A MILLION RANDOM NUMBERS!
AND WHEN WE TRIED TO CUT POWER, THE TERMINAL FLASHED "FORGET IT TURKEY" FOLLOWED BY A STRING OF STUFF THAT LOOKED... JAPANESE.
NOW WE'RE LOCKED OUT.
LET ME TAKE A LOOK AT THE COMPUTER.
MEANWHILE, FAR OVERHEAD, A STRANGE CRAFT HOVERS OVER THE ATARI FACTORY.
OUR COMPU-LASER BEAM HAS TAKEN FULL CONTROL OF THE PRODUCTION COMPUTERS, CAPTAIN-SAN.
AH SO! NOW WE HAVE THEM WHERE WE WANT THEM.
NOW TO INTRODUCE THESE SUBTLE VIRUSES IN THEIR GAMES. JUST ONE OF THESE NASTIES...
WILL RUIN AN ENTIRE GAME LIBRARY AND FORCE THEIR CUSTOMERS TO BUY FROM US.

HEY, MAYBE IF I TURN THIS KNOB..
MILO, THE MEN ARE GRASPING AT STRAWS – YOU'VE GOT TO HELP!
THE COMPUTERS SEEM TO BE UNDER THE INFLUENCE OF AN OUTSIDE FORCE.. BUT FROM WHERE?
MAKING A QUICK EXIT, MILO HEADS FOR THE NEAREST PHONE BOOTH...
THIS LOOKS LIKE A JOB..
PHONE
...FOR ATARI!
OH NO!
A COMPULASER BEAM, JUST CRAWLING WITH HIDEOUS BUGS!
LET'S SEE WHERE IT LEADS.
SIR, STEALTH SCOPE SHOWS AN OBJECT CLOSING FAST!
READY DISENTEGRATOR!
FIRE!
ZAK!!
UGH! SO THAT'S HOW THEY WANT TO PLAY, EH!
WELL, LET'S SEE HOW THEY LIKE A DOSE OF THEIR OWN MEDICINE!
USING HIS GREAT POWER, ATARI REFLECTS THE RAY BACK TOWARDS THE CRAFT
WHA! ABANDON SHIP!!
BOOM
SO IT'S YOU, NINJA-ENDO! WHEN WILL YOU EVER LEARN YOU CAN'T BEAT THE POWER OF ATARI!
I'LL BE BACK ATARI! I'LL BE BACK!!
JOIN US NEXT ISSUE FOR MORE ADVENTURE!

PUZZLERS

Game Name Search

The names of 20 Atari video games are hidden in this grid of letters. Can you find them all? The words read forward, backward, up, down, and diagonally. They are all in straight lines and never skip any letters.

P O L E P O S I T I O N O
T R J N A M C A P A I N T
N O E O A P I X I Q U A A
U B W Z Z K O E B U S E G
H O T E A L E E N T I J N
E T A L R L R T E G L O O
L R G T E T B R A F O U K
G O U T A S O L A R I S Y
N N D A M I A P L N A T E
U E G B D X L R P A C K K
J F I S I R B A L L B U N
N E D A V E N O N O E N O
A D N S E V A N G U A R D

The Hasty Typist

The person who typed the sentence below was in such a hurry that he did not realize that he typed it simultaneously on two adjacent computer keyboards. The letters are accurate and in the proper sequence. Spaces were typed with the right hand. Can you combine the letters from each keyboard to produce a coherent sentence?

Left-hand keyboard:
Atarvdegaesavetrearcadeqatgracsadaatadaazgrageforstcreatetrereas

Right-hand keyboard:
i io m h u -uliy phi n nimion, n n min n o olo o u lim.

Hit Song

Recorded on Side A of a 45-rpm record is a musical number that lasts exactly three minutes and twenty seconds. How many grooves are there on this side of the record?

Cryptarithmetic

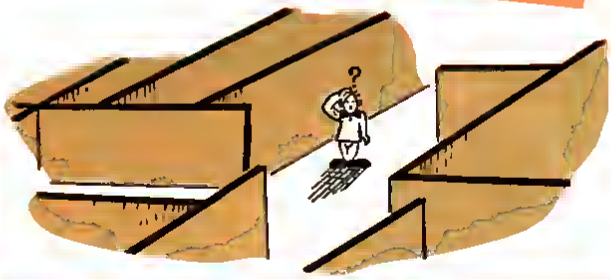
Can you find the right numbers to substitute for the letters in this problem to keep the arithmetic correct?

```
 FORTY
   TEN
+TEN
------
 SIXTY
```

Number Logic

This puzzle is based on number progressions. For example, if A=4 and B=6, then you can figure out that C=8, etc. To decode the words, substitute the correct letter for each number in the word code.

Progression Clues	*Word Code*
1. B=4, D=8	2 40 2 36 18
2. H=19, R=9	17 12 6 8 7
3. D=9, J=21	33 3 7 27 3 29
4. C=4, F=7	5 10 8 5 22 8
5. G=41, M=29	23 39 25 45 27 37 7
6. A=3, H=24	6 45 72 27 42 21
7. B=2, D=5, F=8	35 7 32 13 22 31 28



Publish Your Puzzle!

We would he happy to puhlish your video game related puzzles on this page. Send yours to Puzzle Editor, *The Atarian*, 7 Hilltop Rd., Mendham, NJ 07945.

Puzzle Answers

Game Name Search

ASTEROIDS
BALLBLAZER
BATTLEZONE
DIGDUG
DONKEY KONG
GALAXIAN
GATO
JOUST
JUNGLE HUNT
KARATEKA
ONE ON ONE
PAC MAN JR
PENGO
POLE POSITION
Q BERT
QIX
ROBOTRON
SOLARIS
TOWER TOPPLER
VANGUARD

The Hasty Typist

Atari video games have true arcade-quality graphics and animation, and an amazing range of colors to create true realism.

Number Logic

Words	*Progression (starting with A)*
1. ATARI	2, 4, 6, 8, 10, 12 . .
2. JOUST	26, 25, 24, 23, 22 . . .
3. PACMAN	3, 5, 7, 9, 11, 13 . . .
4. DIGDUG	2, 3, 4, 5, 6, 7 . .
5. PHOENIX	53, 51, 49, 47, 45 . .
6 BOXING	3, 6, 9, 12, 15, 17 . . .
7 XEYIOUS	1, 2, 4, 5, 7, 8 .

Cryptarithmetic

```
 29786
+ 850
------
 31486
```

Hit Song

One continuous groove
(Skip every 3rd number)

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Address _____

City _____ State _____ Zip _____

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☐ My T-shirt size is (circle one): S M L XL

☐ My game system is (circle one): 2600 7800 XE

ATARI

My favorite games: 1._____

2._____ 3._____

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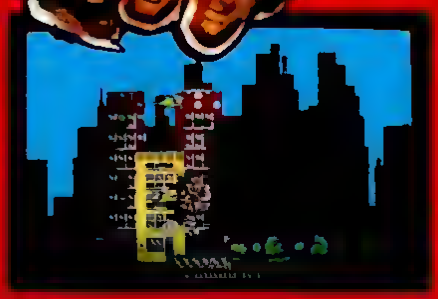
The Monster Arcade Hit Comes Home!



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ACTIVISION

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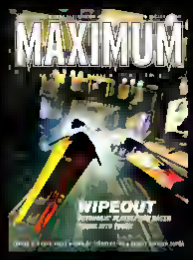

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Either by donating magazines, scanning,
editing or helping in the distribution,
visit us as www.retromags.com

We are only interested in preserving magazines
which are at least 5 years out of print.

We have no desire, nor intent to profit
from these scans in any way.

So please,
If you come across people trying
to sell these releases,

DO NOT SUPPORT THEM!

THANK YOU!